

AMENDMENT OF SPECIFICATION

Please amend the paragraph appearing on page 7, at line 18, as follows:

Computational methods for generating right and left stereoscopic images from given image data are well known, for example, as described in "3d Stereo Rendering Using OpenGL (and GLUT)", by Paul Bourke, November 1999, available at the Internet page addressed as <http://astronomy.swin.edu.au/pbourke/opengl/stereogl/>. The method of determining the right and left eye offset and computing corresponding left and right eye images is deemed to be conventional and not described in further detail herein.